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MOON JUNG KIM'S THESIS
2002



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A MULTI-USER NETWORK GAME
for LEARNING ENGLISH



Rochester Institute of Technology

**A Thesis submitted to the Faculty of the College of Imaging Arts
and Sciences in Candidacy for the degree of Master of Fine Arts**

A multi-user network game for learning English.

By Moon Jung Kim

12/12/02

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Abstract

As the era changed, education programs have developed tremendously and there are more people who seek for a new way to study easier.

A game is one way to learn new skills; Network games especially can be used most effectively to support the goal of education. I believe that people can gain more knowledge through competitive games than memorizing by themselves. Some might think network games are not needed because there is no need for other people when you can compete with a computer, but There are limitations using just a computer and people feel more competitive when they go against other people since the reaction from the humans are more variable.

The goal of this thesis is to study about how to create multi-user network game for learning English. I have created a network game using dragging and dropping object. The game is designed for 5-6 years old children, which allows them to compete against each other. Each time a player follows the direction that's been given in the English correctly, an animation will be played. When a player gets an incorrect answer, the other player will get the chance to follow the direction. The players are required to take turns playing. While using a multi-user game format like this, children can be provided with the motivation they need to learn.